



# SNAKE BYTE

A Fast Action Game From Sirius™  
**FOR THE ATARI 800 COMPUTER**

With 48K And One Atari 810 Disk Drive

# SNAKE BYTE

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## Slithering Guide:

### To Begin:

To become a Master Slitherer, insert the Snake Byte diskette in drive #1 and boot as usual. In a few seconds you will be presented with the Snake Byte logo. Press the space bar to start the game. When "HOW MANY PLUMS? (0-2)" appears, pressing 0, 1, or 2 will begin the game with 0, 1, or 2 Perilous Purple Plums respectively. Perilous Purple Plums usually bounce harmlessly around the screen, however, if one makes a direct hit on your Snake's head, you lose the Snake.

Your first Snake will creep out of the Snake Bin at the bottom center of the screen. To maneuver use the following keys:

#### Absolute Keys

I -- UP  
J -- LEFT  
K -- RIGHT  
M -- DOWN

#### Relative Keys

+ -- COUNTER CLOCKWISE  
★ -- CLOCKWISE

If you don't like playing with the pre-assigned keys, press C in response to the "HOW MANY PLUMS? (0-2)" question at the start of the game. Type the key you want for the direction pointed to by the blinking arrow. You must assign all 6 controls: up, down, left, right and the relative keys, clockwise and counter clockwise. Then start play as normal by typing a space followed by the number of Perilous Purple Plums.

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## **The Object:**

The object is to eat all the Apples in the room and exit out the door which then appears at the top center of the screen. Each time an Apple is eaten the Snake will get longer and faster. You'll lose a Snake if you bump into yourself or a wall. Normally there is a total of 10 Apples per maze. However, if you take too long to eat an Apple, 3 penalty Apples will appear. You can tell if you're taking too long by watching the bars on the side of the screen. When they reach the top, your time is up.

## **Scoring:**

There are TWENTY-NINE rooms (levels) in Snake Byte. You begin with 3 Snakes per game and gain one additional Snake after completing each level. If you are playing with 1 or 2 Perilous Purple Plums, you gain 5 or 10 extra points per Apple eaten, respectively. Your score, the previous high score, the number of Apples and Snakes left, the current level and the point value of each Apple is listed at the bottom of the screen. If you complete a level without losing a Snake, you will be awarded a bonus.

## **Atari Joystick Control:**

If you have an Atari-type joystick in Jack 1, you can use it instead of the keyboard. Press the fire button to start the game or restart after losing a snake. In response to the number of plums question, you can press the stick left for 0, forward for 1 or right for 2 plums. The stick steers the snake in the same manner as the absolute direction keys.

## **Other Controls:**

ESC will cause the game to halt until you press another key. CTRL S will toggle on and off the sound effects. CTRL R will restart the game.

## **Important:**

If the screen says "BOOT ERROR" try booting the back side of the disk. If both sides of the disk fail, try the disk on another Atari 800 to verify that the disk is good.

**Sirius Software Replacement Policy:** Sirius Software, Inc. will replace any defective disk with a new one for \$5.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A., please include enough additional funds to cover return postage. The original disk must be returned for replacement.

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What has 48K Bytes and is addictive? Snake Byte! It's the game that works like a charm. A tail of Perilous Purple Plums that's ahead of its time. A game you can sink your teeth into. An antidote for boredom. Snake Byte. Fangs alot, Sirius Software!

Programmed By Chuck Sommerville  
Converted For The Atari 800 By Dan Thompson  
Assembly Language 48K

Requires An Atari 800 Computer  
With 48K And One Atari 810 Disk Drive  
Playable With Keyboard And Atari-type Joystick

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